REMARKS

The Apparao patent describes a sprite generator which uses all data whether all of the data is or is not either necessary or used. This slows and limits the process.

The Apparao et al process is described in Col. 2, lines 52 et seq. Either the front-to-back method or back-to-front method may be used. The Apparao et al patent describes the process by an analogy to painting where a first layer is drawn or painted (say a mountain with a field in the foreground). Then, the next layer is drawn or painted (say a lake is drawn in the field, and the area covered by the lake is subtracted from the first layer). Then, the next layer is drawn (say a boat on the lake) with the same effect.

This process is seen in Apparao et al Figs. 3-5. Fig. 3 shows the three layers 301, 302, 303. Fig. 4 shows that the entire area of each of these three layers have been reproduced, one over laid and covering part of the other. Fig. 5 shows an area in the background layer 501 where layers 502 and 503 were located has been deleted. Not only that, layer 502 also has a deleted area which was covered by layer 503. The data in the white areas in layers 501 and 502 was reproduced even though it was not used. Thus, Apparao et al uses all of the source objects, which is wasted use of data storage capacity that demands more equipment and slows the process.

Applicant's independent claims 1, 10 and 19 call for generating a set of new objects which are fewer than the said original set of source objects. All of the remaining claims depend on one of these independent claims. Hence, they all require fewer objects.

This feature is explained in applicant's specification, Page 3, line 7, et seq., Applicant says that the "conventional" system analyzes all of the obtained data. On Page 3, lines 13-16, Applicant says that the server does not consider the combination of data. In short, the server does not either consider or delete data relating to the white areas in Apparao et al's Fig. 5.

On page 4, lines 10 and 16, the invention is described as using fewer objects to display an equivalent display image. Page 4, lines 19 et seq. say that "a computer program... [generates] . . . a set of new objects fewer than said set of source objects." Page 6 lines 14-17, say that the invention "provides a system... of displaying same contents.... at a higher speed and ... [stores] ... incoming data in a storage with smaller data capacity." Page 7, lines 9-16 say that the inventive process includes "a process for deleting objects hidden behind other objects." In short, Applicant's process does not store or use the data related to the white areas in Fig. 5 of Apparao et al.

Hence, the specification fully supports the inventive use of less than all object data.

Reconsideration and allowance are requested.

Respectfully submitted,

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1. (Twice Amended) An apparatus for converting an original set of source objects by reducing the number of objects required to display a description document, said apparatus comprising a generating means for generating a set of new objects, from [a] said original set of source objects in the document, a number of new objects in said set of new objects being fewer than a number of objects in said original set of source objects, [to] said fewer objects obtaining a display image equivalent to the display of an image obtained from said original set of source objects,

wherein said generating means generates [a] said new objects from a transparent or translucent source object and other source objects located at a layer lower than a layer including said transparent or translucent source object and spatially overlapping said transparent or translucent source object.

10. (Twice Amended) A method for converting an original set of source objects by reducing the number of objects required to display a description document, said method comprising a [generation] step of generating a set of new objects, from [a] said original set of source objects in the document, a number of said new objects forming a set of new objects fewer than a number of said source objects forming said original set of source objects, to obtain a display image equivalent to the display image obtained from said set of source objects,

wherein said generation step generates [a] said new objects from a transparent or translucent source object and other source objects located at a layer lower than a

layer including said transparent or translucent source object and spatially overlapping said transparent or translucent source object.

19. (Twice Amended) A computer program for causing a computer to execute a method for converting an object display description document by reducing the number of objects required for the display, said method comprising a generation step of generating, from an original set of source objects in the document, a set of new objects which are fewer than a number of said objects forming said original set of source objects, in order to obtain a display image equivalent to the display image obtained from said original set of source objects,

wherein said generation step generates [a] new objects from a transparent or translucent source object and other source objects located at a layer lower than a layer including said transparent or translucent source object and spatially overlapping said transparent or translucent source object.